Put an IMAGE™ on your ATARI* personal computer system

This new line of Image cassette programs will introduce you to the full range of color, sound and computing power of your Atari Personal Computer System. All eight of these products require the 410* program recorder.

Mind Master 6403

This classic strategy game involves logic and speed, as you cleverly unravel the secret codes designed by the computer. Several players can compete with each other or with the computer in each of the four levels of difficulty. Both 8K and 16K versions.

Skill Builder I 6406

Bingo Duel. Players compete equally as the computer adjusts to match your skill. Problems are specifically selected to help you gain speed. Number Hunt — Matching the numbers becomes increasingly difficult as the computer quickly advances the skill level of the game. Joysticks are required. 8K only.

Strategy Pack I 6404

Roman Checkers. This ancient game requires skill, cunning and strategy as you try to out-think your opponent. 8K only.

Strategy Pack II 6405

Target Chase. A "catch-or-be-caught" adventure.
Tunnels. Electronic hide-and-seek.
Survival. Intercept your opponent before you crash or are devoured.
Snake Hunt. Capture or escape from your opponent. Joysticks are required. 8K only.

All Star Baseball 6401

Enjoy the fast action fun of computerized baseball where each player has the choice of being pitcher or batter. Check your progress on the official scoreboard which keeps track of innings, errors and the score. Both 8K and 16K versions.

Wall Street Challenge 6402

This computer simulation of the stock exchange allows you to invest in several corporations ranging from Municipal Power and Light, a blue chip stock that usually provides steady growth, to Offshore Industries Limited, a high-flying speculative stock that is certain to change often. Both 8K and 16K versions.

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Dealer Inquiries Accepted

Typing Tutor 6407

Learn how to type quickly and easily with the Atari 800 Typing Tutor. The computer monitors your speed, your errors, your weakest keys, then gives you individualized drills to help with problem areas. 16K only.

Dungeon Campaign 6408

Journey through a dungeon in an exciting quest for gold with this full color, interactive computer adventure. You control the action with joysticks or keyboard as you and your warriors do battle with the terrifying creatures who guard the gold. (Sound effects included!) Both 8K and 16K versions.

MAKE YOUR CHECK OR MONEY ORDER PAYABLE TO:
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Northbrook, IL 60062

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6402 WALL ST. CHALLENGE		$14.95	
6403 MIND MASTER		$14.95	
6404 STRATEGY PACK I		$19.95	
6405 STRATEGY PACK II		$19.95	
6406 SKILL BUILDER		$19.95	
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6408 DUNGEON CAMPAIGN		$24.95	
			$1.00

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High Technology

Offering two professional quality software packages on diskette for your ATARI*.

Some Common BASIC Programs

Seventy-six useful and instructional programs for your ATARI 800* Personal Computer. The entire collection featured in the book of the same name by Adam Osborne and Associates has been separated into four categories:

Business
Mathematics
Statistics
Miscellaneous.

For easy location of a particular program, a MENU is provided for each category. The Adam Osborne and Associates book – *Some Common BASIC Programs* – is included with the diskette. (Item #6440)

Chem Lab Simulations 1™

The definitive lecture aid; an exciting learning tool for individual study.

Using high resolution graphics, this package dynamically simulates these introductory chemistry lab experiments:

- Acid-Base Titration
- Determination of a Weak Acid Equilibrium Constant (two simulations):
  - Titration experiment
  - pH-Meter experiment
- Determination of Avogadro's Number (two simulations):
  - Titration experiment
  - Monomolecular Film experiment

Initial values are randomly generated – experiments can be used over and over, yielding different final values each time.

A simple to use, educational, highly entertaining package with easy-to-follow user instructions given before and after each experiment. Developed by a chemistry professor at Oklahoma State University. (Item #6441)

Hardware Requirements

32K RAM ATARI 800* Personal Computer
ATARI 810* Disk Drive

More packages coming soon! For professional quality software with comprehensive, convenient documentation, look to the leader –

High Technology, Inc.
8001 N. Classen Blvd.,P.O. Box 14665
Oklahoma City, OK 73113 (405) 840-9900

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ATARI* Owners

Mosaic introduces 32K MEMORY BOARD

The Mosaic 32K RAM board IS NOT a kit but a fully assembled and tested circuit board. Now your ATARI 400* or ATARI 800* can handle disk drives and large data arrays while operating in the high-resolution graphics mode.

If you were thinking of trading in your ATARI 400 for something more expandable — hold on to it because now you can have big computer performance for small computer price.

$325.00

PLOT & DRAW

a true graphic editor

Mosaic's Plot & Draw program allows you to easily generate and edit complex graphic information, in three colors plus a background on a 160 X 80 grid. Lets you save your drawings on tape and retrieve them later for editing, or for use in a BASIC program.

An unlimited number of graphic pictures can be saved, but less than 700 bytes of memory are all that are required for the retrieval subroutine. Plot & Draw allows up to 128 line segments or fill commands per drawing and its ability to merge pictures can provide unlimited capabilities.

$18.00

Upgrade your 8K board

MOSAIC 16K RAM KIT

Now you can write more powerful programs and also take advantage of the high quality software not available to owners of 8K machines. Since your Mosaic 16K RAM kit makes your 8K board electrically identical to ATARI 16K boards, you can use it in any memory configuration in which standard 16K boards are used.

Kit includes 8K-16K RAM chips, jumpers, IC removal tool, x-acto knife, solder and precisely detailed pictorial instructions.

With a Phillips screwdriver, a soldering iron and the Mosaic 16K RAM kit, you can increase the performance of your ATARI computer significantly. **$79.00**

MOSAIC ELECTRONICS

All Mosaic products are fully warranted for 90 days from date of purchase.

DEALER PRICES UPON REQUEST

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ORDER FORM

I have an ATARI ☐ 400 or ☐ 800 computer.

Please send me:	Unit Price	Quantity	Price
Mosaic 32K RAM Board (available Feb. '81)	$325.00		$
Mosaic Plot & Draw	18.00		
Mosaic 16K RAM Kit (Model 400)	79.00		
Mosaic 16K RAM Kit (Model 800)	79.00		
Mosaic Software/Hardware Catalog	1.00		
		TOTAL	

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

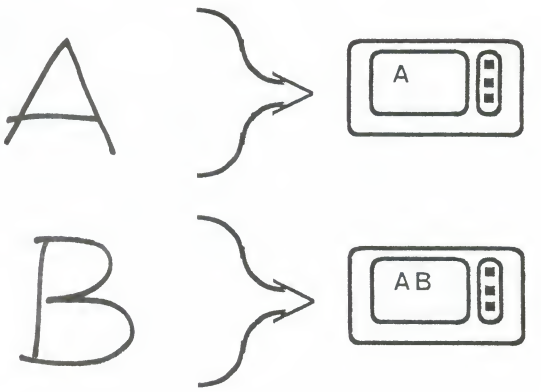
Send to: MOSAIC ELECTRONICS
P.O. Box 748
Oregon City, OR 97045

ATARI* 400* AND 800* PERSONAL COMPUTER SYSTEM OWNERS

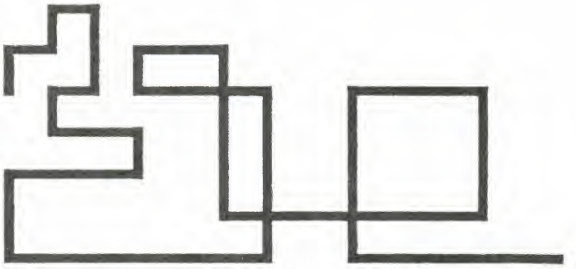
IF you would like your computer to be able to understand your hand printed characters,

OR, you would like to be able to sketch simple pictures with something more versatile than a joy stick or the paddle controllers,

THEN, the PrestoDigitizer (TM) tablet just might be the best $50 investment you will make for your computer.



CHARACTER RECOGNITION



GRAPHICS

The PrestoDigitizer (TM) tablet is the only character recognition device designed for personal computers. At a price well within the budget of all personal computer owners your computer can be made to recognize your letters as you are printing them.

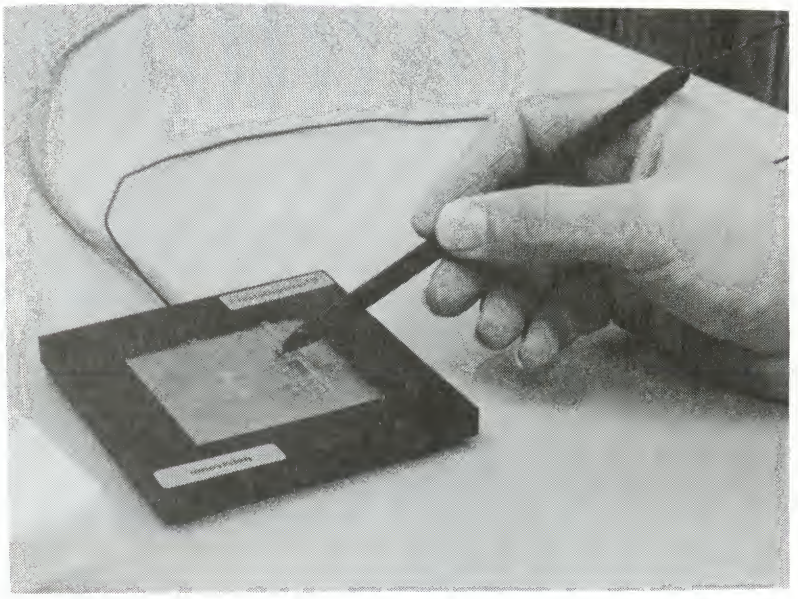
Recognized letters include the entire alphabet A-Z, the numerals 0 through 9, and other symbols as well.

Most importantly, you will be teaching the computer to recognize your own printing style.

The key to this amazing device is its ability to recognize letters by capturing certain basic pen strokes as the character is being written. The recognition process is extremely fast - almost instantaneous.

The software which is provided to interface the PrestoDigitizer (TM) to your computer is compact enough (typically 3K bytes) to allow you plenty of room for additional programs which use this device.

Each completely assembled tablet comes with recognition software, a graphics program, and full documentation to assist you in using this tablet in your own applications.



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ORDER FORM - SEND WITH PAYMENT TO INNOVISION, P.O. BOX 1317, LOS ALTOS, CA 94022

Please send me _____ PrestoDigitizer (TM) tablets (at $50 U.S. each). I have enclosed a check or money order for $ _____

(No charge or COD orders, California residents add 6.5% tax.)

SHIP TO: NAME _____

ADDRESS _____

_____

THANK YOU FOR YOUR ORDER

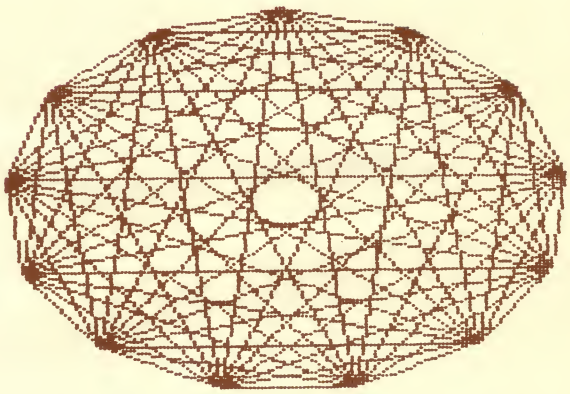
MACROTRONICS, inc.®

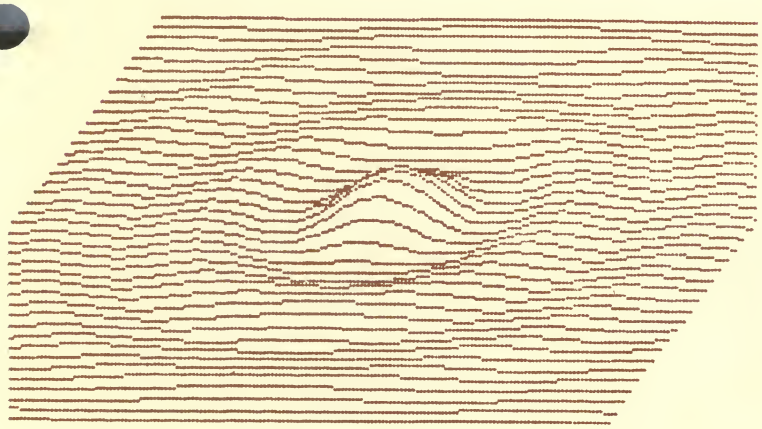
PROUDLY ANNOUNCES OUR NEW

SCREEN PRINTER PACKAGE

AT LAST YOU CAN USE YOUR TRENDCOM 200 OR IDS 440G PAPER TIGER TO PRINT VIRTUALLY ANYTHING DISPLAYED WITH YOUR ATARI* 400* PERSONAL COMPUTER OR ATARI 800* PERSONAL COMPUTER. TAKE FULL ADVANTAGE OF THE HIGH RESOLUTION GRAPHICS CAPABILITY OF YOUR ATARI 400 OR ATARI 800 PERSONAL COMPUTER TO PRINT:

- GRAPHS
- DRAWINGS
- CHARTS
- FLOW CHARTS
- TEXT
- PROGRAM OUTPUT
- PLOT EQUATIONS
- DIAGRAMS
- BAR GRAPHS
- TIMING CHARTS
- ASSEMBLY SOURCE LISTINGS
- BASIC PROGRAM LISTINGS
- AND MUCH, MUCH MORE



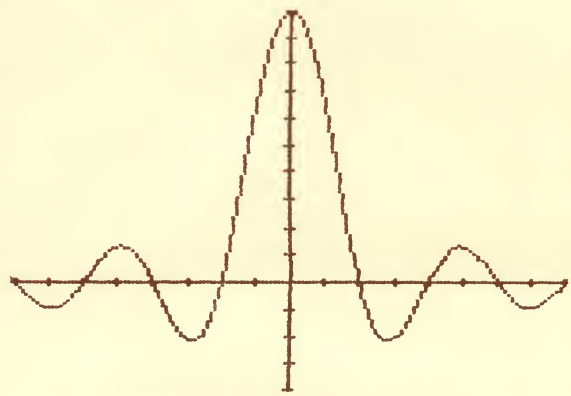


MACROTRONICS MAKES A SCREEN PRINTER PACKAGE FOR EACH COMBINATION OF ATARI 400 OR ATARI 800 PERSONAL COMPUTER, IDS 440G PAPER TIGER, AND TRENDCOM 200 PRINTER. THIS PROGRAM WILL WORK WITH ALL ATARI 400 AND ATARI 800 PERSONAL COMPUTERS WITH A 'BASIC' OR 'ASSEMBLER' CARTRIDGE INSTALLED. 16K OF RAM IS REQUIRED, HOWEVER, TO USE GRAPHICS MODES 7 & 8. THE SCREEN PRINT PROGRAM USES LESS THAN 3K OF RAM BEGINNING AT 700 HEX - 'MEMLO' IS SET TO THE NEXT AVAILABLE BYTE ABOVE THE SCREEN PRINT PROGRAM.

HOW IS IT DONE? FIRST, PLUG OUR SMALL CONNECTOR ASSEMBLY COMPLETE WITH 3 FOOT CABLE INTO CONTROLLER JACKS 3 & 4 ON THE FRONT OF YOUR ATARI 400 OR ATARI 800 PERSONAL COMPUTER. THEN PLUG THE ATTACHED CABLE TO YOUR TRENDCOM 200 OR IDS 440G PAPER TIGER PRINTER. SECOND, LOAD A SHORT MACHINE LANGUAGE PROGRAM VIA CASSETTE OR DISK (BOTH ARE INCLUDED). NOW ENJOY YOUR ATARI 400 OR ATARI 800 PERSONAL COMPUTER TO CREATE, LOAD, OR RUN 'BASIC' AND 'MACHINE LANGUAGE' PROGRAMS AS YOU ALWAYS HAVE. CONTROL YOUR PRINTER FROM THE KEYBOARD OR FROM YOUR PROGRAM.

IF YOU ARE A TEACHER, PROGRAMMER, SCIENTIST, STUDENT, OR HOBBYIEST THIS PROGRAM IS FOR YOU.

TEACHERS ..... PRINT LESSON PLANS, SIMULATIONS AND TUTORIALS.
STUDENTS ..... PRINT COMPUTER ASSIGNMENTS AVOIDING THE NEED TO FIGHT FOR SCARCE TERMINALS AT SCHOOL.
PROGRAMMERS .. PRINT PROGRAM LISTINGS, FLOW CHARTS AND PROGRAM OUTPUT.
ENGINEERS .... PRINT DIAGRAMS, DRAWINGS AND ANALYSIS RESULTS.
SCIENTISTS ... PRINT STATISTICAL GRAPHS & PLOT FUNCTIONS.
HOBBYIESTS ... PRINT YOUR MOST PRIZED GRAPHICS CREATIONS.



* INDICATES TRADEMARKS OF ATARI, INC.

MORSE CODE TUTORIAL

DO YOU FIND MORSE CODE FRUSTRATING TO LEARN?

DO YOU AVOID HAM RADIO LICENSE TESTS BECAUSE OF MORSE CODE?

NOW YOU CAN MASTER MORSE CODE EASILY WITHOUT BOTHERSOME REPETITIVE RECORDS AND TAPES. LET OUR MORSE CODE TUTORIAL USE YOUR ATARI* 400* PERSONAL COMPUTER OR ATARI 800* PERSONAL COMPUTER TO TEACH YOU MORSE CODE AT YOUR OWN PACE. ONCE YOU LEARN THE CODE THE TUTORIAL CAN HELP YOU GAIN SPEED AND ACCURACY. THIS PROGRAM WAS PROFESSIONALLY WRITTEN BY EDUCATORS WHO ARE LICENCED HAMS AND UNDERSTAND THE PROBLEMS FACED WHEN LEARNING MORSE CODE.

THE TUTORIAL DIVIDES THE MORSE CODE INTO ELEVEN SMALL EASY TO CONQUER LESSONS. EACH LESSON TEACHES YOU ONLY FOUR OF THE MORSE CHARACTERS. THE LESSONS SHOULD BE TAKEN IN ORDER. WHEN YOU HAVE MASTERED ONE LESSON, THEN GO ON TO THE NEXT UNTIL YOU HAVE MASTERED THE ENTIRE MORSE CODE. THE TUTORIAL CAN QUIZ YOU ON THE CURRENT LESSON OR ALL OF THE LESSONS LEARNED SO FAR.

AFTER YOU MASTER THE CODE, YOU CAN GAIN SPEED AND ACCURACY BY USING ONE OF THE FOLLOWING PRACTICE OPTIONS:

.... DISPLAY & SEND RANDOM MORSE CHARACTERS
.... DISPLAY & SEND RANDOM WORDS
.... DISPLAY & SEND RANDOM HAM RADIO CALLSIGNS
.... DISPLAY & SEND CHARACTERS TYPED FROM THE KEYBOARD

YOU CAN PRACTICE WITH THESE OPTIONS AT ANY SPEED FROM 5 WORDS PER MINUTE (WPM) TO 60 WPM. YOU CAN ALSO INCREASE THE AMOUNT OF SPACE BETWEEN EACH CHARACTER AND WORD MAKING FASTER CODE EASIER TO COPY.

TEACH MORSE CODE TO YOUR FAMILY. SEE WHO CAN COPY THE FASTEST CODE WITH THE FEWEST MISTAKES. PREPARE FOR FCC CODE TESTS. DON'T DELAY GETTING YOUR HAM LICENSE - ORDER YOURS TODAY.

REQUIRES 16K OF RAM MEMORY AND A 'BASIC' CARTRIDGE INSTALLED IN YOUR ATARI 400 PERSONAL COMPUTER OR ATARI 800 PERSONAL COMPUTER. REQUIRES NO EXTERNAL HARDWARE - THE CODE IS HEARD THROUGH YOUR TELEVISION SPEAKER.

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ORDER FORM

NAME _____
ADDRESS _____
CITY _____ STATE _____
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CREDIT CARD ORDERS Fill in the boxes below.
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QUANTITY	PRODUCT DESCRIPTION	TOTAL AMOUNT
	A4PG-1 SCREEN PRINT PKG. FOR ATARI 400 & TRENDCOM 200 - $139.00 EA.	
	A4PG-4 SCREEN PRINT PKG. FOR ATARI 400 & IDS 440G - $139.00 EA.	
	A8PG-1 SCREEN PRINT PKG. FOR ATARI 800 & TRENDCOM 200 - $139.00 EA.	
	A8PG-4 SCREEN PRINT PKG. FOR ATARI 800 & IDS 440G - $139.00 EA.	
	MORSE CODE TUTORIAL PROGRAM - $29.95 EA.	
	TOTAL AMOUNT	
	6% SALES TAX (CALIF. ONLY)	
	SPECIAL SHIPPING	
	TOTAL THIS ORDER	

Make all checks payable to
MACROTRONICS, inc.
1125 N. Golden State Blvd./Suite G
Turlock, CA 95380/(209) 667-2888

Canada and Mexico add $10.00 for shipping & handling. All other foreign add $10.00 plus estimated postage.
Foreign Orders: checks must be in U.S. funds payable to a U.S. (West Coast) bank. Check must clear bank before products will be shipped.

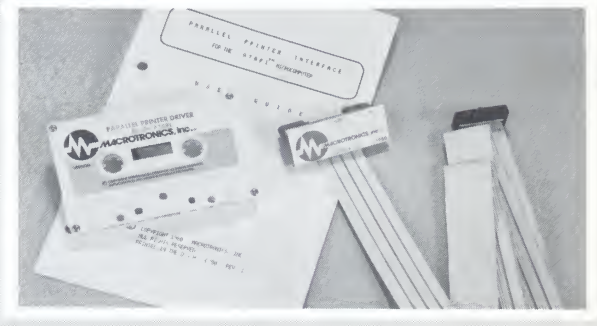
CONNECT A PRINTER DIRECTLY TO YOUR ATARI* PERSONAL COMPUTER

HOW?

A cable assembly plugs into Controller Jacks 3 & 4 on the front of your ATARI personal computer. The other end of the cable plugs into your Parallel ASCII printer. A short (15 second) program is read into the computer from cassette; from then on, all printer data is directed to the Parallel Printer Interface (instead of the ATARI Serial Port). For example, LIST "P:" will list a BASIC program on the printer, LPRINT in a BASIC program will direct output to the printer, and LIST #P: will list Assembler source listings on the printer.

The program will remain in memory until the computer power is turned off (i.e. it is unaffected by "SYSTEM RESET", "BREAK", "ESC", "OPTION", "SELECT", "START" or "NEW").

The interface works equally well with BASIC, DOS, or the ATARI Assembler/DEBUG. It will work with virtually any program which directs printer data through the IOCB. It will work with machine language programs which do not reside in or clear memory locations 0700H to 07AAH.



Available from your ATARI dealer or direct from **MACROTRONICS, inc.®**

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Quantity	Part Number	ATARI Model	Printer Connector	Price Each	Extended Amount
	A8P-1	800	Trendcom 100/200	69.95	
	A8P-2	800	Centronics 730/737	69.95	
	A8P-3	800	Centronics 36 pin'	69.95	
	A4P-1	400	Trendcom 100/200	69.95	
	A4P-2	400	Centronics 730/737	69.95	
	A4P-3	400	Centronics 36 pin'	69.95	
			('see reverse) Total Amount		
			6% Sales Tax (Calif only)		
			Special Shipping		
			Total this order		

Shipping (included in price: see reverse)
☐ U.P.S. Regular Delivery

Extra Charge Shipping: (see reverse)
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TURLOCK, CA. 95380
(209) 667-2888 / 634-8888

A Disk booting version is included on the same cassette. You modify DOS by transferring the program from cassette to your Disk. From then on, each time you boot DOS, the Parallel Printer Driver boots in with it. When using a Disk system, therefore, the interface software is essentially invisible to the user - just forget it and it will be there when you want a printout.

The interface will drive most 7 bit ASCII Parallel printers with handshaking (Data Strobe and Busy signals). Connectors are available for most of the popular printers, giving "plug-in" installation. Detailed information is provided to make connection to almost any other parallel printer very straightforward.

Two versions of the Parallel Printer Interface are available: The A4P fits the ATARI 400* personal computer and the A8P fits the ATARI 800* personal computer. Be sure to specify which connector you desire as explained in the order form on the reverse side.

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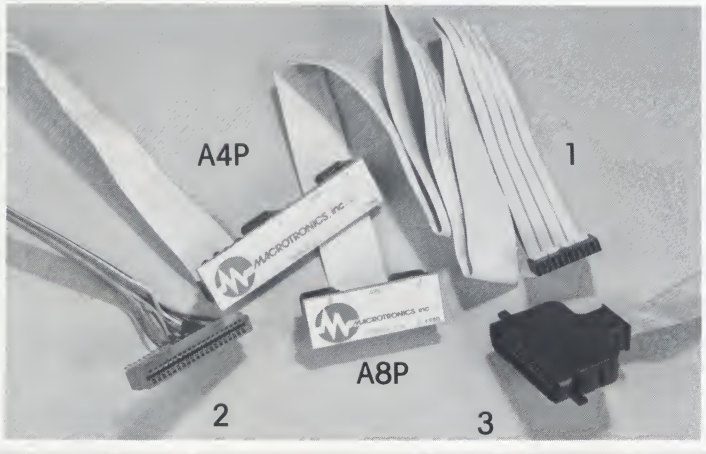
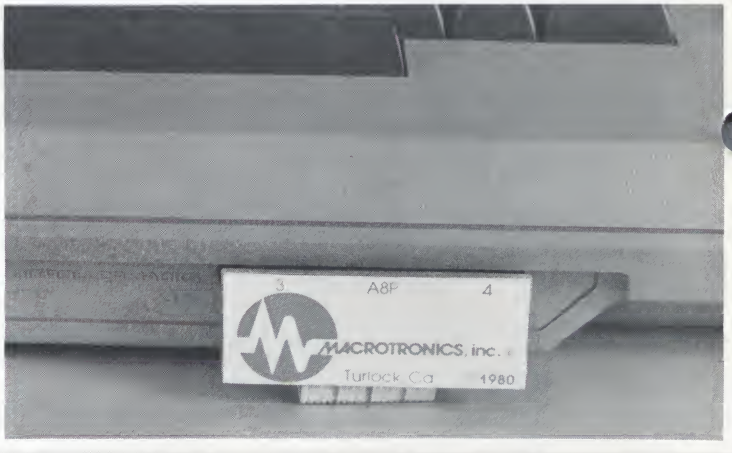




Shipping

Unless we receive instructions to the contrary, we will ship via U.P.S. Regular Delivery - postage prepaid. All other methods of shipping will be F.O.B. Turlock, California.

Limited Warranty

Macrotronics will repair defective units free of charge for 90 days after the sale. Proof of purchase date is required. Defective software will be replaced. No credit or returns are allowed.

NOTE 1: The 36 pin connector is known to fit the following printers: All parallel Centronics except 730/737. Comprint parallel. Microtek. Base 2. Anadex DP8000 and Epson MX80.

KURTA
CORPORATION
206 S. RIVER DR. • TEMPE, ARIZONA 85281 • (602) 968-8709

Dear ATARI 800* User:

Would you like to add graphic input capability to your personal computer?

The attached brochure describes this exciting new Kurta Graphic Tablet which is specifically designed to work with your personal computer.

The Kurta Tablet sells for only $595.00 -- is pen activated, and needs only unregulated power to operate.

A special Tablet Package at $695.00 contains the Tablet, Interface, Power Supply, Cables and Software Disk or Tape Cassette for operation with the ATARI 800*.

The Kurta Tablet Package comes with demonstration software routines that can create drawings, calculate the length of a line or tracing, compute the value of an area, and so forth. Uses include order entry, report requesting, inventory control, remote instruction, mapping, art, weather analysis and hundreds of others.

Visit your local computer dealer and ask him to show you the Kurta Graphic Tablet or call Kurta at (602) 968-8709.

*Indicates trademarks of Atari, Inc.

KURTA

GRAPHIC TABLETS

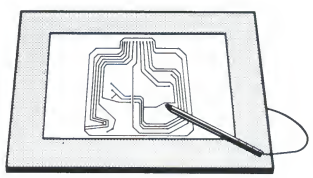
Low-Cost, Practical and Versatile Input Devices for Small Computers

- Specially Designed for Small Computers
- Compatible with 7″ x 9″ Displays
- Minimum Interface & Software Requirements
- Tablet Surface Accommodates 8½″ x 11″ Paper

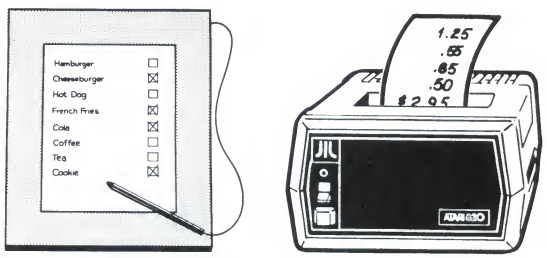
Designed specifically for the small computer market, KURTA Graphic Tablets represent a fresh approach to data input devices. KURTA Graphic Tablets employ a simple pen and paper to convert written, drawn, mark or checkoff selections into data that can be communicated, processed, displayed or reproduced.

Because KURTA Graphic Tablets' data output directly matches the computer capabilities, both interface and software requirements are minimized. Unlike ordinary tablets, KURTA Graphic Tablets are directly compatible with standard 7″ x 9″ display screens. And there's no special paper to buy. A standard 8½″ x 11″ pad of paper fits exactly onto the Tablet surface.

Simplicity, versatility, compact size, low cost and a unique, proprietary design (patent pending) are just a few of the reasons KURTA is the new leader in graphic message input and delivery.



KURTA Graphic Tablets are directly compatible with standard 7″ x 9″ display screens.



KURTA Graphic Tablets can be used to convert simple checkoffs into data that can be processed to reproduce alphanumerics.

A simulation

SPECIFICATIONS

STANDARD ACTIVE AREA	7 inches x 9 inches (can accommodate 8½" x 11" paper)
OVERALL DIMENSIONS	Width = 13" Height = 15.5" Thickness = 0.75"
RESOLUTION	100/200 points per inch
CONVERSION RATE	Standard = 100 coordinate pairs per second
OUTPUT	Standard = Bi-sequential Optional = Full parallel
POWER REQUIREMENTS	Remote Power Supply, +15 to 18 VDC −15 to 18 VDC

ORDERING INFORMATION

KURTA Graphic Tablets are available at your local personal computing store or the KURTA representative listed below will be happy to demonstrate the KURTA Graphic Tablet for you.

KURTA
CORPORATION
206 S. RIVER DR.
TEMPE, ARIZONA 85281
PH: (602) 968-8709

LOCAL KURTA REPRESENTATIVE

KURTA CORP.—"The new leader in graphic message input & delivery"

DYNACOMP

Quality software for:

ATARI *
PET
APPLE II Plus
TRS-80 (Level II)
NORTH STAR
CP/M 8'' Disk

GAMES

BRIDGE 2.0 (Available for all computers) — **Price: $17.95 Cassette, $21.95 Diskette**

An all-inclusive version of this most popular of card games. This program both BIDS and PLAYS either contract or duplicate bridge. Depending on the contract, your computer opponents will either play the offense OR defense. If you bid too high, the computer will double your contract! BRIDGE 2.0 provides challenging entertainment for advanced players and is an excellent learning tool for the bridge novice.

HEARTS 1.5 (Available for all computers) — **Price: $14.95 Cassette, $18.95 Diskette**

An exciting and entertaining computer version of this popular card game. Hearts is a trick-oriented game in which the purpose is not to take any hearts or the queen of spades. Play against two computer opponents who are armed with hard-to-beat playing strategies.

CRIBBAGE 2.0 (TRS-80 only) — **Price: $14.95 Cassette, $18.95 Diskette**

This is a well-designed and nicely executed two-handed version of the classic card game, cribbage. It is an excellent program for the cribbage player in search of a worthy opponent as well as the beginner wishing to learn the game, in particular the scoring and jargon. The standard cribbage score board is continually shown at the top of the display (utilizing the TRS-80's graphics capabilities), with the cards shown underneath. The computer automatically scores and also announces the points using the traditional phrases.

CHESS MASTER (North Star and TRS-80 only) — **Price: $19.95 Cassette, $23.95 Diskette**

This complete and very powerful program provides five levels of play. It includes castling, en passant captures and the promotion of pawns. Additionally, the board may be preset before the start of play, permitting the examination of "book" plays. To maximize execution speed, the program is written in assembly language (by SOFTWARE SPECIALISTS of California). Full graphics are employed in the TRS-80 version, and two widths of alphanumeric display are provided to accommodate North Star users.

STARTREK 3.2 (Available for all computers) — **Price: $ 9.95 Cassette, $13.95 Diskette**

This is the classic Startrek simulation, but with several new features. For example, the Klingons now shoot at the Enterprise without warning while also attacking starbases in other quadrants. The Klingons also attack with both light and heavy cruisers and move when shot at! The situation is hectic when the Enterprise is besieged by three heavy cruisers and a starbase S.O.S. is received! The Klingons get even!

SPACE TILT (Apple only) — **Price: $10.95 Cassette, $14.95 Diskette**

Use the game paddles to tilt the plane of the TV screen to "roll" a ball into a hole in the screen. Sound simple? Not when the hole gets smaller and smaller! A built-in timer allows you to measure your skill against others in this habit-forming action game.

GAMES PACK I and GAMES PACK II — **Price: $ 9.95 each, Cassette, $13.95 each, Diskette**

GAMES PACK I contains BLACKJACK, LUNAR LANDER, CRAPS, HORSERACE, SWITCH and more. GAMES PACK II includes CRAZY EIGHTS, JOTTO, ACEY-DUCEY, LIFE, WUMPUS and others. Available for all computers.

Why pay $5.95 or more per program when you can buy a DYNACOMP collection for just $9.95?

STUD POKER (ATARI only) — **Price: $11.95 Cassette, $15.95 Diskette**

This is the classic gambler's card game. The computer deals the cards one at a time and you (and the computer) bet on what you see. The computer does not cheat and *usually* bets the odds. However, it sometimes bluffs! Also included is a five card draw poker betting practice program. This package will run on a 16K ATARI.

STATISTICS and ENGINEERING

DATA SMOOTHER (Not available for ATARI) — **Price: $14.95 Cassette, $18.95 Diskette**

This special data smoothing program may be used to rapidly derive useful information from noisy business and engineering data which are equally spaced. The software features choice in degree and range of fit, as well as smoothed first and second derivative calculation. Also included is automatic plotting of the input data and smoothed results.

FOURIER ANALYZER (Available for all computers) — **Price: $14.95 Cassette, $18.95 Diskette**

Use this program to examine the frequency spectra of limited duration signals. The program features automatic scaling and plotting of the input data and results. Practical applications include the analysis of complicated patterns in such fields as electronics, communications and business.

TFA (Transfer Function Analyzer) — **Price: $19.95 Cassette, $23.95 Diskette**

This is a special software package which may be used to evaluate the transfer functions of systems such as hi-fi amplifiers and filters by examining their response to pulsed inputs. TFA is a major modification of FOURIER ANALYZER and contains an engineering-oriented decibel versus log-frequency plot as well as data editing features. Whereas FOURIER ANALYZER is designed for educational and scientific use, TFA is an engineering tool. Available for all computers.

FOURIER ANALYZER and TFA may be purchased together for a combined price of $29.95 (Cassettes) and $37.95 (Diskettes).

REGRESSION I (Available for all computers) — **Price: $19.95 Cassette, $23.95 Diskette**

REGRESSION I is a unique and exceptionally versatile one-dimensional least squares "polynomial" curve fitting program. Features include very high accuracy; an automatic degree determination option; an extensive internal library of fitting functions; data editing; automatic data and curve plotting; a statistical analysis (e.g., standard deviation, correlation coefficient, etc.) and much more. In addition, new fits may be tried without reentering the data. REGRESSION I is certainly the cornerstone program in any data analysis software library.

REGRESSION II (PARAFIT) (Available for all computers) — **Price: $19.95 Cassette, $23.95 Diskette**

PARAFIT is designed to handle those cases in which the parameters are imbedded (possibly nonlinearly) in the fitting function. The user simply inserts the functional form, including the parameters (A(1), A(2), etc.) as one or more BASIC statement lines. Data and results may be manipulated and plotted as with REGRESSION I. Use REGRESSION I for polynomial fitting, and PARAFIT for those complicated functions.

REGRESSION I and II may be purchased together for $36.95 (cassettes) and $44.95 (diskettes)

Availability

DYNACOMP software is supplied with complete documentation containing clear explanations and examples. All programs will run within 16K program memory space (ATARI requires 24K). Except where noted, programs are available on ATARI, PET, TRS-80 (Level II) and Apple (Applesoft) cassette and diskette as well as North Star single density (double density compatible) diskette. Additionally, most programs can be obtained on standard 8'' CP/M floppy disks for systems running under MBASIC.

BUSINESS and UTILITIES

MAIL LIST II (North Star only) — **Price: $21.95**

This many-featured program now includes full alphabetic and zip code sorting as well as file merging. Entries can be retrieved by user-defined code, client name or Zip Code. The printout format allows the use of standard size address labels. Each diskette can store more than 1100 entries (single density; over 2200 with double density systems)!

TEXT EDITOR I (Letter Writer) — **Price: $14.95 Cassette, $18.95 Diskette**

An easy to use, line-oriented text editor which provides variable line widths and simple paragraph indexing. This text editor is ideally suited for composing letters and is quite capable of handling much larger jobs. Available for all computers.

PERSONAL FINANCE SYSTEM (ATARI only) — **Price: $34.95 Diskette**

PFS is a single disk menu oriented system composed of 10 programs designed to organize and simplify your personal finances. Features include a 300 transaction capacity; fast access; 26 optional user codes; data retrieval by month, code or payee; optional printing of reports; checkbook balancing; bar graph plotting and more. Also provided on the diskette is ATARI DOS 2.

FINDIT (North Star only) — **Price: $19.95**

This is a three-in-one program which maintains information accessible by keywords of three types: Personal (e.g., last name), Commercial (eg: plumbers) and Reference (eg: magazine articles, record albums, etc). In addition to keyword searches, there are birthday, anniversary and appointment searches for the personal records and appointment searches for the commercial records. Reference records are accessed by a single keyword or by cross-referencing two or three keywords.

DFILE (North Star only) — **Price: $19.95**

This handy program allows North Star users to maintain a specialized data base of all files and programs in the stack of disks which invariably accumulates. DFILE is easy to set up and use. It will organize your disks to provide efficient locating of the desired file or program.

COMPARE (North Star only) — **Price: $12.95**

COMPARE is a single disk utility software package which compares two BASIC programs and displays the file sizes of the programs in bytes, the lengths in terms of the number of statement lines, and the line numbers at which various listed differences occur. COMPARE permits the user to examine versions of his software to verify which are the more current, and to clearly identify the changes made during development.

COMPRESS (North Star only) — **Price: $12.95**

COMPRESS is a single-disk utility program which removes all unnecessary spaces and (optionally) REMark statements from North Star BASIC programs. The source file is processed one line at a time, thus permitting very large programs to be compressed using only a small amount of computer memory. File compressions of 20-50% are commonly achieved.

GRAFIX (TRS-80 only) — **Price: $12.95 Cassette, $16.95 Diskette**

This unique program allows you to easily create graphics directly from the keyboard. You "draw" your figure using the program's extensive cursor controls. Once the figure is made, it is automatically appended to your BASIC program as a string variable. Draw a "happy face", call it H$ and then print it from your program using PRINT H$! This is a very easy way to create and save graphics.

TIDY (TRS-80 only) — **Price: $10.95 Cassette, $14.95 Diskette**

TIDY is an assembly language program which allows you to renumber the lines in your BASIC programs. TIDY also removes unnecessary spaces and REMark statements. The result is a compacted BASIC program which uses much less memory space and executes significantly faster. Once loaded, TIDY remains in memory; you may load any number of BASIC programs without having to reload TIDY!

SIMULATIONS and EDUCATION

BLACK HOLE (Apple only) — **Price: $14.95 Cassette, $18.95 Diskette**

This is an exciting graphical simulation of the problems involved in closely observing a black hole with a space probe. The object is to enter and maintain, for a prescribed time, an orbit close to a small black hole. This is to be achieved without coming so near the anomaly that the tidal stress destroys the probe. Control of the craft is realistically simulated using side jets for rotation and main thrusters for acceleration. This program employs Hi-Res graphics and is educational as well as challenging.

VALDEZ (Available for all computers) — **Price: $14.95 Cassette, $18.95 Diskette**

A simulation of supertanker navigation in the Prince William Sound and Valdez Narrows. The program uses an extensive 256X256 element radar map and employs physical models of ship response and tidal patterns. Chart your own course through ship and iceberg traffic. Any standard terminal may be used for display.

FLIGHT SIMULATOR (Available for all computers) — **Price: $17.95 Cassette, $21.95 Diskette**

A realistic and extensive mathematical simulation of take-off, flight and landing. The program utilizes aerodynamic equations and the characteristics of a real airfoil. You can practice instrument approaches and navigation using radials and compass headings. The more advanced flyer can also perform loops, half-rolls and similar aerobatic maneuvers.

TEACHER'S PET I (Available for all computers) — **Price: $ 9.95 Cassette, $13.95 Diskette**

This is the first of DYNACOMP's educational packages. Primarily intended for pre-school to grade 3, TEACHER'S PET provides the young student with counting practice, letter-word recognition and three levels of math skill exercises.

Ordering Information

All orders are processed and shipped postpaid within 48 hours. Please enclose payment with order along with computer information. If paying by VISA or Master Card, include all numbers on card. For orders outside North America add 10% for shipping and handling.

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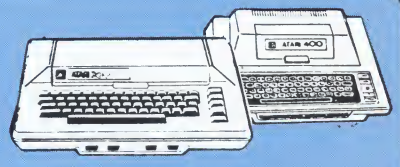

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- ☐ Pd3 Adding/Subtracting in Other Bases
- ☐ Pd4 Digital System Codes
- ☐ Pd5 Boolean Algebra in Digital Systems
- ☐ Pd6 Laws of Boolean Algebra
- ☐ Pd7 Practice With Boolean Algebra
- ☐ Pd8 Understanding Boolean Algebra
- ☐ Pd9 Operations With Logic Functions
- ☐ Pd10 The Digital Computer Lab
- ☐ Pd11 Using Logic Gates
- ☐ Pd12 Circuits: Comparators & Detectors
- ☐ Pd13 Adders and Decoders
- ☐ Pd14 The Seven-Segment Readout
- ☐ Pd15 Semicon, Memory Cells- Flip-Flops
- ☐ Pd16 TTL Integrated Circuits

Mathematics for Electronics

- ☐ Me1 Arithmetic Operations
- ☐ Me2 Using the Slide Rule
- ☐ Me3 Using Electronic Calculators
- ☐ Me4 "2 Percent Arithmetic"
- ☐ Me5 Negative Numbers; Notations
- ☐ Me6 Adding and Subtracting Fractions
- ☐ Me7 Roots and Powers of Numbers
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- ☐ Me10 Operations With Unknowns
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Industrial Solid - State Electronics

- ☐ Pl1 Switches, Relays, Fuses, Breakers
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- ☐ St1 Frequency Distributions, definitions
- ☐ St2 Graphs - frequency, histograms
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- ☐ St4 Measures of Dispersion
- ☐ St5 Probability-general discussion
- ☐ St6 Probability - events
- ☐ St7 Probability Distributions-functions
- ☐ St8 Binomial Distribution - examples
- ☐ St9 Poisson Distribution - examples
- ☐ St10 Normal Distribution - properties
- ☐ St11 Normal Distribution - to binomial
- ☐ St12 Other Probability Distribution
- ☐ St13 Tests of Hypotheses - general
- ☐ St14 Tests of Hypotheses - t - X^2 tests
- ☐ St15 Test of Hypotheses - t - F tests
- ☐ St16 Review of Statistics - summary

Philosophy

- ☐ Py 1 What Is Philosophy?
- ☐ Py 2 Socrates, Plato, and Aristotle
- ☐ Py 3 Religious and Renaissance Phil.
- ☐ Py 4 The Modern Philosophers
- ☐ Py 5 Political Philosophy
- ☐ Py 6 More Political Philosophy
- ☐ Py 7 Epistemology
- ☐ Py 8 Economic Philosophy
- ☐ Py 9 Logic
- ☐ Py 10 Philosophy of Science
- ☐ Py 11 Metaphysics
- ☐ Py 12 Classical Ethics
- ☐ Py 13 Modern Ethics
- ☐ Py 14 Philosophy of Religion
- ☐ Py 15 Contemporary Philosophy
- ☐ Py 16 Futurism

Health Services Career

- ☐ Hi 1 The Medical Team
- ☐ Hi 2 The Health Professions
- ☐ Hi 3 Helping Patients
- ☐ Hi 4 Human Anatomy
- ☐ Hi 5 Medical History
- ☐ Hi 6 Extended care
- ☐ Hi 7 Supplies and Equipment
- ☐ Hi 8 Sterilizing Equipment
- ☐ Hi 9 Diagnostic Tests
- ☐ Hi 10 Blood Tests
- ☐ Hi 11 Using the Microscope
- ☐ Hi 12 Injections
- ☐ Hi 13 Electrocardiograms
- ☐ Hi 14 Radiology
- ☐ Hi 15 Medical Specialties
- ☐ Hi 16 Clear Communications

First Aid and Safety

- ☐ Fa 1 The Basic Rules of Safety
- ☐ Fa 2 Handling Equipment Safely
- ☐ Fa 3 Preventing Equipment Accidents
- ☐ Fa 4 Recognition of Coronary Attacks
- ☐ Fa 5 Care of Coronary Victims
- ☐ Fa 6 Recognition of Epileptic Seizures
- ☐ Fa 7 Diabetic Emergencies
- ☐ Fa 8 Prevention and Care of Electrical Shock
- ☐ Fa 9 Handling of Fractured Bones
- ☐ Fa 10 Care of Minor Cuts
- ☐ Fa 11 Care of Serious Cuts and Wounds
- ☐ Fa 12 Head, Eye, and Ear Injuries
- ☐ Fa 13 Moving Injured Persons
- ☐ Fa 14 Chemical Burns
- ☐ Fa 15 Frostbite and Cold Injuries
- ☐ Fa 16 Rescue Breathing

U/ES Spanish / English

- ☐ 1 about, some, they when, you
- ☐ 2 down, much, paid, were, who
- ☐ 3 because, four, girl, mother
- ☐ 4 also, high, leave, only, own, sure
- ☐ 5 ate, does, jump, woman, yellow
- ☐ 6 close, might, pair, sister, year
- ☐ 7 children, shoes, store, story, true
- ☐ 8 answer, course, half, receive
- ☐ 9 certain, distance, follow, picture
- ☐ 10 beautiful, finish, cry, afternoon
- ☐ 11 baby, die, important, toward, will
- ☐ 12 condition, continue, result
- ☐ 13 bicycle, crawl, elevator, fruit, soft
- ☐ 14 bang, bright, burn, early, clock
- ☐ 15 afraid, bounce, carries, dance
- ☐ 16 leaves, library, stairs, threw, weight

Auto Mechanics

- ☐ Ka 1 Checking out a used car
- ☐ Ka 2 Overhauling the car's engine
- ☐ Ka 3 Increasing the car's performance
- ☐ Ka 4 Facts about the car's mechanism
- ☐ Ka 5 Terms a mechanic uses
- ☐ Ka 6 The car's electrical system
- ☐ Ka 7 The Automobile Mechanic-Career
- ☐ Ka 8 The Mechanic and His Tools
- ☐ Ka 9 Safety in the Shop; color code
- ☐ Ka 10 The Diagnostic Center
- ☐ Ka 11 Engine displacement in cubic inches
- ☐ Ka 12 Converting to the metric system
- ☐ Ka 13 Mileage - fuel performance
- ☐ Ka 14 Computing changes and labor costs
- ☐ Ka 15 Replacing a burned - out fuse
- ☐ Ka 16 Credit interest, paycheck deductions

Construction

- ☐ Oc 1 Construction site tools
- ☐ Oc 2 Four kinds of masonry mortar
- ☐ Oc 3 Making, setting, finishing concrete
- ☐ Oc 4 Measuring and drafting tools
- ☐ Oc 5 Orthographic and pictorial views
- ☐ Oc 6 Construction terms defined
- ☐ Oc 7 Nails, woodscrews illustrated
- ☐ Oc 8 Wood, uses, dimension lumber
- ☐ Oc 9 Power saws, electric drills
- ☐ Oc 10 Plumbing terms, concepts, equip.
- ☐ Oc 11 Installations of pipe and fittings
- ☐ Oc 12 Painters, estimating amounts
- ☐ Oc 13 Brushes, rollers, spray guns
- ☐ Oc 14 Preparing wall and trim surfaces
- ☐ Oc 15 Electricity-terms and components
- ☐ Oc 16 Electrical wiring of a building

Carpentry

- ☐ Kc 1 Plans for building a house
- ☐ Kc 2 Construction of a house
- ☐ Kc 3 Framework and basic construction
- ☐ Kc 4 Erect, close in-materials, elements
- ☐ Kc 5 The trimwork on a house
- ☐ Kc 6 Completing for occupancy
- ☐ Kc 7 The Trade of Carpentry
- ☐ Kc 8 The Carpenter and His Tools
- ☐ Kc 9 Wood: The Basic Material
- ☐ Kc 10 Safety on the Job
- ☐ Kc 11 Solving carpentry problems
- ☐ Kc 12 Fractional and decimal values
- ☐ Kc 13 Problems carpenters deal with
- ☐ Kc 14 Linear measurements
- ☐ Kc 15 Problems involving area
- ☐ Kc 16 Board foot measurement-lumber

General Shop Practices

- ☐ Oa 1 Tool identification lession,Part 1
- ☐ Oa 2 Tool identification lesson, Part 2
- ☐ Oa 3 Fasteners and hardware
- ☐ Oa 4 Proper lubricant for small engines
- ☐ Oa 5 Performing periodic services
- ☐ Oa 6 Operation of the four-cycle engine
- ☐ Oa 7 Discussion of a two-cycle engine
- ☐ Oa 8 Use of micrometers and calipers
- ☐ Oa 9 Measuring, marketing, cutting-metal
- ☐ Oa 10 Soldering electrical connections
- ☐ Oa 11 The acetylene torch, safety rules
- ☐ Oa 12 Cutting and Welding
- ☐ Oa 13 Electric arc welding, terms, types
- ☐ Oa 14 Unsafe situations, prevention
- ☐ Oa 15 Employment hints
- ☐ Oa 16 Discussion of Business Etiquette

READING COMPREHENSION

- Ab 1 The Story of Boo
- Ab 2 The Horse Gentler
- Ab 3 Edward P. McCabe: Pioneer
- Ab 4 Our Dog Skippy
- Ab 5 Egor, the Missing Boa
- Ab 6 The Electric Car
- Ab 7 Althea Gibson, Tennis Champ
- Ab 8 The Chickasaw Nation
- Ab 9 The Ghost of Raymond Hill
- Ab 10 The Train Set
- Ab 11 Sleep: The Body's Mystery
- Ab 12 The Buffalo Soldiers
- Ab 13 The Great Ostrich Race
- Ab 14 Basketball Magicians
- Ab 15 Lost Gold
- Ab 16 Grandma's World

- Cd 1 Leah's House
- Cd 2 Sacajawea
- Cd 3 The Star Travellers
- Cd 4 Wyoming Journal
- Cd 5 The Deep Blue Caper
- Cd 6 Recovery
- Cd 7 Surfing
- Cd 8 Continental Drift
- Cd 9 Adventurer
- Cd 10 The Great One
- Cd 11 The Year of the Artist
- Cd 12 Aaron Burr
- Cd 13 The Heroic Age
- Cd 14 Civil War Soldier
- Cd 15 Jelly Roll
- Cd 16 The Inventor

Level 1 - 2

- U1 about, bear, if, some they, when
- U2 boy, down, little, much, paid
- U3 because, box, four, girl, school
- U4 also, high, leave, only, own, sure
- U5 ate, does, eight, jump, woman
- U6 close, clothes, might, pair, sister
- U7 children, shoes, store, story, suit
- U8 answer, course, half, receive, Mr.
- U9 certain, distance, follow, month
- U10 afternoon, beautiful, church, cry
- U11 baby, body, die, important, will
- U12 aunt, condition, continue, music
- U13 bicycle, crawl, elevator, fruit, soft
- U14 band, bang, bright, burn, clock
- U15 afraid, babies, bounce, carrier
- U16 lake, leaves, library, stairs, weight

Level 3 - 4

- V1 ancestor, know, musician, office
- V2 argued, captured, faint, punish
- V3 ancient, anxious, elegant
- V4 announcement, exercise, spider
- V5 accident, instrument, prayer
- V6 anger, explanation, opinion
- V7 article, duty, expert, language
- V8 celebration, defense, rejoice
- V9 bushel, efforts, harvest, rustle
- V10 clumsy, disgust, endurance
- V11 ability, famous, prompt, trench
- V12 adobe, cautious, collie, pasture
- V13 darken, generous, pierce, seldom
- V14 amazed, equipment, necessity
- V15 conquer, dough, liquid, operate
- V16 ashes, craters, disaster, fountain

Level 5 - 6

- W1 announce, chauffeur, fabric
- W2 camouflage, conspicuous, ostrich
- W3 alga, encrust, prehensile
- W4 captive, meadow, wilderness
- W5 brilliant, earth, icicle, pillars
- W6 atmosphere, cease, exit
- W7 abandon, geography, perilous
- W8 ceremony, crystal, myth, rely
- W9 agreement, error, hesitation
- W10 automatic, evidence, helmet
- W11 abundant, artificial, genuine
- W12 astronomer, civilize, curse
- W13 anxiety, condemn, essential
- W14 advertising, characteristic
- W15 cavity, contribute, fuel, major
- W16 bacteria, drug, fatigue, virus

Level 7

- X1 artillery, demarcation, haphazard
- X2 acknowledge, commotion, escort
- X3 amend, cordial, intrigue, lecture
- X4 friction, mesh, precede, survey
- X5 appoint, elapsed, felled, infuriate
- X6 deport, elaborately, glint, novel
- X7 deem, furtive, limpid, scanty
- X8 **hesitate**, inconvenience, mingle
- X9 aromatic, gnarled, ledge, park
- X10 angelic, belated, monotonous
- X11 arid, circulate, evaporation
- X12 archaeologist, document
- X13 aloft, ascension, ballast, value
- X14 debris, dilapidated, phenomena
- X15 bachelor, comprehend, eclipse
- X16 advisory, demolish, legislative

Level 8

- Y1 abnormal, deficiency, optical
- Y2 contaminate, extinguish
- Y3 authentic, discriminating
- Y4 barter, charter, dilemma
- Y5 affirm, budget, substantial
- Y6 advocated, nourish, prophecy
- Y7 abbreviate, annex, marooned
- Y8 adjacent, copyright, incentive
- Y9 abolish, diminish, infuriate
- Y10 analysis, biased, effective, evasive
- Y11 adhere, evacuate, excel, meager
- Y12 adjourn, caress, evade, obstruct
- Y13 appalled, dejectedly, futile
- Y14 adept, canvass, exterminate
- Y15 adrift, clarify, deduct, illegal
- Y16 antiseptic, debris, masquerade

Level 9 - 10

- Z1 bayonet, complex, idolize, indigo
- Z2 boon, diverted, - itemize, nominate
- Z3 allot, chaste, insulate, monastery
- Z4 accomodation, circuit, maintenance
- Z5 abate, acclimate, adage, adherent
- Z6 absorption, bewildered, exerts, piling
- Z7 abstract, agitation, amplify
- Z8 accentuate, alleviate, annihilate, arid
- Z9 belligerent, biennial, caliber, coalition
- Z10 caste, celestial, compulsory, conversion
- Z11 catalyze, contemplate, diction, duct
- Z12 dauntless, debonair, decrepit, disband
- Z13 dehydrate, denounce, deter, disheveled
- Z14 elongate, emitting, enunciate, explicit
- Z15 famished, feint, flair, forthright, fray
- Z16 genetics, glutenous, harmonized, hybrid

Vocational Vocabulary

- Vz 1 Carpenter, implement, rebuild, unfit
- Vz 2 Cabinet, dimension, girders, link
- Vz 3 Biscuit, crust, seep, vapor, bon bon
- Vz 4 Dough, sliced, crush, consumption
- Vz 5 Adorn, chamber, modern, drab
- Vz 6 Designer, fabric, textile, exquisite
- Vz 7 Bushel, grain, nitrogen, troublesome
- Vz 8 Attendant, hoist, install, courteously
- Vz 9 Medicine, judgment, scientific, brief
- Vz 10 Cell, drugs, fatal, invalid, vaccination
- Vz 11 Injure, aid, misfortune, calamity
- Vz 12 Duty, Violence, elude, surrender
- Vz 13 Fountain, irrigate, maze, industrious
- Vz 14 Disease, avoid, cure, antiseptic
- Vz 15 Mechanic, device, adequate, chance
- Vz 16 Arid, humidity, commercial, insert

MATHEMATICS

Level 1 - 6

- Mn1 Learning number digits
- Mn2 Learning number meanings
- Mn3 Fundamental drills in addition
- Mn4 Fundamental drills in subtraction
- Mn5 Drills in Multiplication
- Mn6 Fundamental drills in division
- Mn7 Greek and Roman numeration
- Mn8 Babylonian and Hindu-Arabic
- Mn9 Base ten raised to powers
- Mn10 Grouping and re - grouping
- Mn11 Lines and Angles: naming, adding
- Mn12 Triangles, squares, rectangles, circles
- Mn13 Fractions: equal and unequal parts
- Mn14 Fractions: equal parts of a whole
- Mn15 Writing and comparing fractions
- Mn16 Naming, defining parts of fractions

Level 4 - 6

- Mm1 Reading line graphs
- Mm2 Reading double line graphs
- Mm3 Understanding single bar graphs
- Mm4 Understanding double bar graphs
- Mm5 Interpreting picture graphs
- Mm6 Interpreting circle graphs
- Mm7 Estimating distances: pace, height
- Mm8 Estimating distances: foot, span
- Mm9 Estimating weights of objects
- Mm10 Telling time by hours, A.M., P.M.
- Mm11 Telling time by minutes
- Mm12 Telling time - story problems
- Mm13 Time zones - differences between
- Mm14 Elapsed time in minutes, seconds
- Mm15 Fractional, percentage circle graphs
- Mm16 Circle and bar graphs from data

Level 4 - 8

- Mf1 Numerator, denominator, bar
- Mf2 Multiplication of fractions
- Mf3 Factors and prime numbers
- Mf4 Reducing fractions, reciprocals
- Mf5 Reducing fractions, lowest terms
- Mf6 Proper fractions, mixed numbers
- Mf7 Multiplication-division of fractions
- Mf8 Addition-subtraction of fractions
- Mf9 Addition of mixed numbers
- Mf10 Changing fractions to decimals
- Mf11 Converting decimal numbers
- Mf12 Word problems using percents
- Mf13 Additional problems using percents
- Mf14 Word problems using percents
- Mf15 Finding circle area using pi
- Mf16 Using a ruler to measure fractions

Level 5 - 12

- Mp1 Decimal and fractional equivalents
- Mp2 Place values of decimal point
- Mp3 Addition-subtraction of decimals
- Mp4 Multiplication of decimals
- Mp5 Changing fractions to decimals
- Mp6 Rounding decimals, dollars, cents
- Mp7 Changing percent to decimal fractions
- Mp8 Part, percent, total in percent
- Mp9 Solving for a missing percent value
- Mp10 Reciprocals in simple equations
- Mp11 Percent of one number to another
- Mp12 Interest on money, Part 1, principal
- Mp13 Part 2, interest formula, installment
- Mp14 Part 3, discounted-installment interest
- Mp15 Part 4, comparing interest
- Mp16 Part 5, simple interest on savings

Level 6 - 12

- Mr1 Basic arithmetic problems
- Mr2 Computations with currency
- Mr3 Fraction and percent problems
- Mr4 Fractional, percent, interest
- Mr5 Percent and business problems
- Mr6 Currency and fractions
- Mr7 Fractions, decimals, percents
- Mr8 Fractions, business arithmetic
- Mr9 Discount, percent, fractions
- Mr10 Percent, interest, area
- Mr11 Fractions, time units, rates of speeds
- Mr12 Business and general problems
- Mr13 Operations and money problems
- Mr14 Business and general problems
- Mr15 Interest, commission, percent
- Mr16 Money and fractions

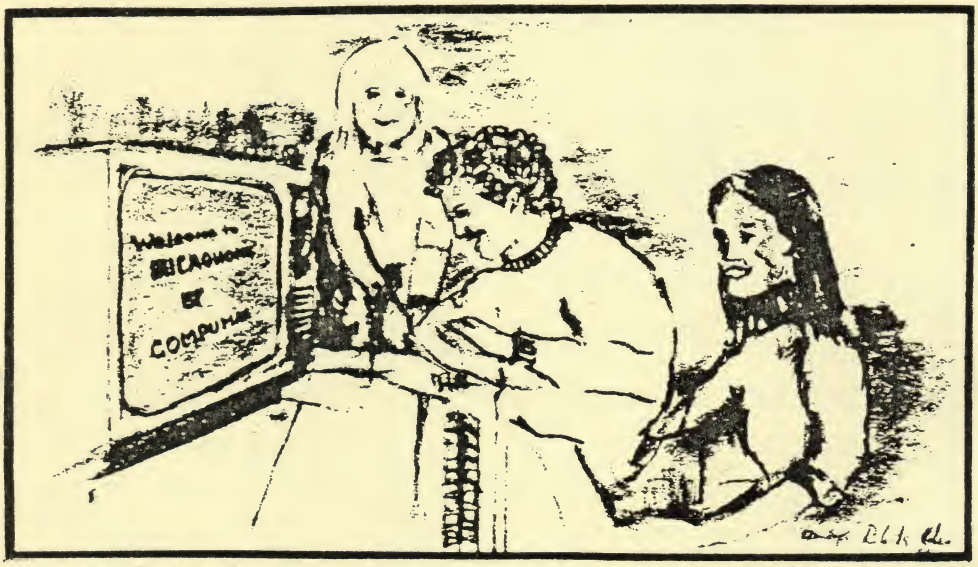
Level 6 - 12

- Mg1 Equilateral, isosceles, right triangles
- Mg2 Formula for perimeter of triangles
- Mg3 Finding one side of a triangle
- Mg4 Side of an equilateral triangle
- Mg5 Area of triangles
- Mg6 Squares of small numbers, roots
- Mg7 Pythagorean theorem
- Mg8 3-4-5 and 5-12-13 right triangles
- Mg9 Estimating square roots
- Mg10 Perimeter of rectangles and squares
- Mg11 Finding one side of a rectangle
- Mg12 Area of rectangles and squares
- Mg13 Length, width, area of rectangles
- Mg14 Diagonals, interior angles of rectangles
- Mg15 Radius and diameter of circles
- Mg16 Volume of cylinders and prisms

LET MICROHOME SIMPLIFY AND ORGANIZE YOUR HOUSEHOLD OPERATIONS.

FAMILIES • SINGLES • STUDENTS

FROM COMPUMAX on the ATARI 800*



Family Budgeting - Doesn't it always seem you are poorer than you thought after paying the bills at month's end? What you need is a budget for expense projection. With MicroHome's FAMILY BUDGETING program you can keep track of income and expenses and calculate your balance after full or partial payments have been made.

Checkbook Balancing - Reconcile your personal, family or business checkbook quickly and easily with MicroHome's CHECKBOOK BALANCING program.

Energy Savings - With rising energy costs you will want to cut out energy waste completely. MicroHome's ENERGY SAVINGS program evaluates your home insulation situation and energy consumption costs and recommends home improvements which fit your budget and trim your utilities bills.

Shopping Comparison - Is your grocery bill more than you can afford? Be a smart shopper. Let MicroHome's SHOPPING COMPARISON program compare prices in different stores by item and by entire shopping list, showing you the best buys.

Appointment Calendar - You don't need a secretary or an elephant's memory to remember birthdays and appointments. MicroHome's APPOINTMENT CALENDAR program sets up, maintains and reports appointments, birthdays, anniversaries, and other special dates.

Car Fuel Consumption - Keep a closer eye on automobile fuel expenses with MicroHome's CAR FUEL CONSUMPTION program. This valuable program keeps track of fuel expenditures, miles per gallon and miles per dollar.

Measurement Conversion - Does your head spin converting liters into gallons and meters into inches? Let MicroHome do the work for you with the MEASUREMENT CONVERSION program. Convert weight, volume, temperature, length and area. Measurement Conversion is also handy in the kitchen.

Perpetual Calendar - You'll love MicroHome's PERPETUAL CALENDAR program. It is both useful and entertaining as it displays any calendar month after 1583.

MICROHOME

by COMPUMAX

***24k, single disk drive, printer optional**

ATARI 800 is a trademark of ATARI, Inc.

COMPUMAX

A NATIONALLY RECOGNIZED NAME IN BUSINESS ACCOUNTING SOFTWARE, NOW OFFERS THE FAMILY A PAINLESS INTRODUCTION TO THE FUNDAMENTALS OF COMPUTER OPERATION WITH PROGRAMS TO HELP CUT COSTS AND SAVE TIME.

MICROHOME

FOR PEOPLE WHO CHOOSE TO BE AMONG THE FIRST TO UTILIZE A HOME RESOURCE WHICH WILL BE ADOPTED BY MILLIONS IN YEARS TO COME .....

The package includes 5¼" floppy disk and complete documentation. Easy-to-follow instructions, sample runs, source code and flow charts included in each manual. The documentation provides all instruction a computer novice will need to run the programs.

LOOK FOR THE COMPUMAX BUSINESS ACCOUNTING PACKAGES:

MICROLEDGER _____ general ledger
MICROPAY _____ accounts payable
MICROREC _____ accounts receivable
MICROINV _____ inventory control
MICROPERS _____ payroll/personnel
ORDER ENTRY _____ sales orders & purchase orders

COMPUMAX
P.O. BOX 1139, PALO ALTO, CA. 94301

HI PAD™ DIGITIZER

The Perfect Graphic Input Device for the ATARI Personal Computer*

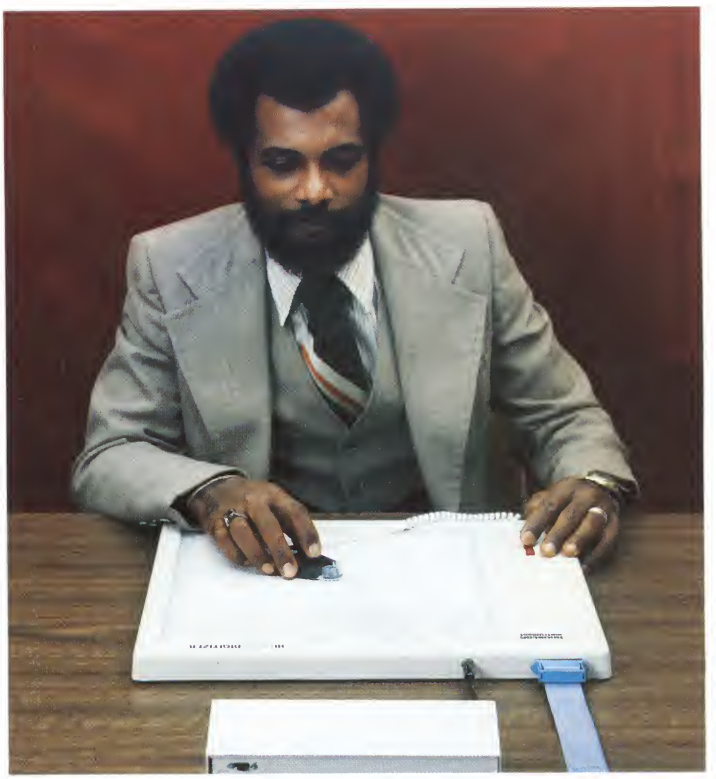
HI PAD™ is a digitizer designed for a practical market. Inexpensive to own and simple to operate, it still incorporates the same quality components, technology, and skillful workmanship found in Houston Instrument's other products used throughout industry.

The HI PAD comes completely assembled and ready to use, with both a RS-232C* and a parallel interface built into the digitizer for convenient interfacing to your ATARI Personal Computer.

An exceptional feature of the HI PAD is user selection of various operating parameters by interface logic signals (or jumpers). Among these are a choice of English or Metric Scaling, Data Format (Binary/BCD) ASCII, Baud Rates, Resolution of either .005 or .01.

Further advantages of the HI PAD include a relocatable or fixed origin • a repetition rate of up to 100 coordinate pairs/second • no loss of origin upon lifting the cursor • compressed code format in switch/stream mode which suppresses redundant coordinates.

Requires Atari's 850 Interface Module or equivalent.



DIGITIZING AREA: 11 x 11 inches (27.94 cm x 27.94 cm)

OVERALL SIZE
Height: 1 inch (2.54 cm)
Width: 17 inches (43.18 cm)
Depth: 14 inches (35.56 cm)

RESOLUTION: .005 inches or .01 inches. Selectable at interface connector.

ACCURACY: ±0.015 inches (at .005 resolution) in relationship to user defined origin.

DATA RATE: Up to 100 coordinate pairs per second.

COORDINATE SYSTEM: Absolute Cartesian with relocatable or fixed origin. Selectable at interface connector.

OUTPUT FORMATS: Binary, BCD, and Serial ASCII.

INTERFACE LEVELS: RS-232C serial and/or TTL 8-bit parallel, selectable at interface connector.

SCALING: English or Metric Units. Selectable at interface connector.

OPERATING MODES:
RESET: Resets origin and all functions of the digitizer.

POINT: Selects digitizing function for point to point.

SWITCH STREAM: Selects digitizing function for continuous digitizing whenever signalled by the cursor/stylus switch.

STREAM: Selects digitizing function for continuous digitizing.

MATING INTERFACE CONNECTOR: DB-25S (user supplied)

POWER REQUIREMENTS: 115 VAC ±10%, 50/60 Hertz, 50 VA MAX, 230 VAC upon special order.

WEIGHT: 5 lbs. (2.2 kg)
8 lbs. (3.6 kg) Shipping

PRICE: The HI PAD with stylus is $795.00

OPTIONS:

DISPLAY: 5 digits — one inch high (1.27 cm), plus sign per axis — $295.00

STYLUS: Spare $45.00

CURSOR: One button with a high precision cross hair sight — $60.00

HI PLØT™ PLOTTER

The Perfect Graphic Output Device for ATARI Personal Computer*

In just two short years, the HI PLØT has become the most popular digital plotter among small systems users. With a record like that, what can we do for an encore? WE'VE INTRODUCED A COMPLETE LINE OF HI PLØTs . . . with a model suited for just about every plotting application.

The HI PLØT DMP Series is a new family of digital plotters with both "standard" and "intelligent" models available with surface areas of 8½" x 11" (DIN A4) and 11" x 17" (DIN A3). For the user needing a basic reliable plotter, we have the "old" standard DMP-2 (8½" x 11") and the "new standard" DMP-5 (11" x 17"). For those needing a little more capability, there are the DMP-3 (8½" x 11") and the DMP-6 (11" x 17") — both microprocessor controlled and providing easy remote positioning of the X and Y axes (perfect for the OEM). For those who want this intelligence plus the convenience of front panel electronic controls, we've provided the DMP-4 (8½" x 11") and the DMP-7 (11" x 17").

DMP-3—$1250.00

DMP-2—$1085.00

DMP-4—$1385.00

DMP-6—$1850.00

DMP-5—$1685.00

DMP-7—$1985.00

USER GROUP: Houston Instrument has sponsored a User Group to provide a medium of information exchange among its members. The scope of this group will be to cover all pertinent aspects of computer plotting and digitizing with continuous expansions and improvements in the art. Some areas of interest to ATARI users will be: *Application Experience, Programming Techniques, Contributed Program Library, System's Building, Problem Areas.* ***Membership Fees*** are $10.00 for new members and $10.00 for renewals. This membership fee entitles the member to share in the contributed library of software routines, receive the "Micrograffitti" newsletter and participate in all User's Group activities.

Suggested Retail Price (FOB Austin, Texas).

Metric conversion for DMP-5, 6 & 7 — $25.00.

Limited three month warranty. Ask about our two year warranty for $95.00.

UL Listed & Tested to FCC specifications for computing devices.

FOR MORE DETAILED INFORMATION CONTACT:

houston instrument
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* Indicates trademark of Atari, Inc.

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Microcase

your ATARI* attache

take it along...

Microcase: lightweight, rugged protection for your Atari* personal computer

Congratulations! You've purchased one of your finest investments—an ATARI* Personal Computer. Your ATARI* 400 or 800 Personal Computer will excite, entertain and educate you for years to come.

But why keep a good thing in one place?

With the new, sturdy Microcase you can take your ATARI* Personal Computer wherever you go—to your office, sales meeting, home, school, summer house, or favorite vacation spot.

Weighing only 3 lbs. 10 oz., Microcase is as easy to carry as your briefcase, yet it's compact enough to hold everything: your ATARI* Personal Computer, Program Recorder, joy sticks, connection box, two cassette tapes, 3 cartridges, power adaptor and electrical cords. Moreover, a ½" foam layer separates your ATARI* Personal Computer from its accessories.

Pack your ATARI* Personal Computer in the specially-designed Microcase and take your ATARI* Personal Computer along—confident it's safe from damage.

Microcase turns your ATARI computer into a portable teacher's aide that moves from class to class with safety. Peripherals stay with the computer, protected from dust and curious fingers.*

Microcase provides the flexibility of a soft-pack with the durability of a hard case

Just as you'd protect a fine piece of jewelry or an expensive piece of equipment, you should also shelter your ATARI* Personal Computer from dirt, scuffs, and damage. Microcase provides the protection you need. It guards your investment, makes your personal computer easier to carry, and stores your ATARI* Personal Computer when not in use.

The secret of Microcase's strength lies in its construction. We made Microcase from **Codura** the rugged material chosen by North Face and Sierra Design for manufacturing high quality tents and backpacks. Microcase resists water spots, abrasions, mildew and is **completely machine washable**. The heavy-duty zipper and double welting assure you that Microcase is built to last.

*Indicates Trademark of ATARI, Inc.

Special design coddles your Atari* Personal Computer

Take your office along. Microcase increases protection and portability for your ATARI Personal Computer. Your records, forecasts, and ongoing projects are as near as the Microcase zipper.*

Designed for the ATARI* 400 and 800 Personal Computer, the Microcase is fitted inside with 5" thick polyurethane foam specially diecut to fit your ATARI* Personal Computer and its accessories. Offering enduring insulation and protection, Microcase withstands up to 250 pounds of pressure.

Yet, its extraordinary strength does not result in extra bulk. Microcase measures just 14" x 18" and weighs under four pounds—light enough for a child to carry, heavy enough to do the job. Microcase comes with a soft, convenient hand gripper and identification tag.

Throw Microcase in your car trunk, take it on the plane, stash it in a closet, Microcase will be on the job—protecting your ATARI* Personal Computer.

Sun, ski, swim and compute on your next vacation. Pack your ATARI in Microcase and bring it along on the plane or in the car. Vacation is an ideal time to play computer games with your family, try your hand at programming, or to get ahead on new uses for your ATARI*. And when you're ready for the slopes, just store your ATARI* in its specially designed Microcase.*

Microcase saves you time and frustration

You bought your ATARI* Personal Computer to increase your effectiveness. Yet you can lose the advantage of your ATARI* Personal Computer if you leave pieces of it in the office when you take it home or on vacation. What good is your computer without the cord?

Ensure your **first** trip will be your **only** trip. Pack all your ATARI* Personal Computer equipment in your convenient efficient Microcase. You'll be home forecasting next year's profits while the other guy is still lugging his equipment to the car.

Microcase available today in two color combinations

Purchase Microcase at better computer stores. Choose two attractive color combinations: Cobalt Blue with Navy Blue logo and trim or Desert Tan with Chocolate Brown logo and trim. Available with plain design or with Microcase logo. Also available at your dealer is Microcase II, lightweight protection specially designed for your ATARI* Personal Computer 810 Disc Drive and Printer.

You Made a Good Decision. Now Protect Your Choice With Microcase.

Microcase is the lightweight, sturdy designer case for your ATARI 400 or 800 Personal Computer and its accessories. Microcase is machine washable and resists water spots, abrasions and mildew.*

Microcase: protects your Atari* Personal Computer while on-the-go

Size:	14" x 18" x 10"
Weight:	3 lbs. 10 oz.
Materials:	Constructed from **Codura**, the man-made material that provides extra-strength, durable protection Lined with quality dense foam specially diecut to hold your ATARI* Personal Computer and its accessories
Care:	Completely machine washable. Wash in cold water, air dry. Microcase resists water spots, abrasions and mildew
Capacity:	Holds your ATARI* 400 and 800 Personal Computer plus accessories. In one compact case you store: ATARI* 400 or 800 Personal Computer Program Recorder Two Cassette Tapes Three Cartridges Joy Sticks Connection Box Power Adaptor Electrical Cords

Note: We've taken great care to ensure your Microcase is the finest computer carrying case available today; however, we are not responsible for damage to your ATARI* Personal Computer and accessories while in the case.

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